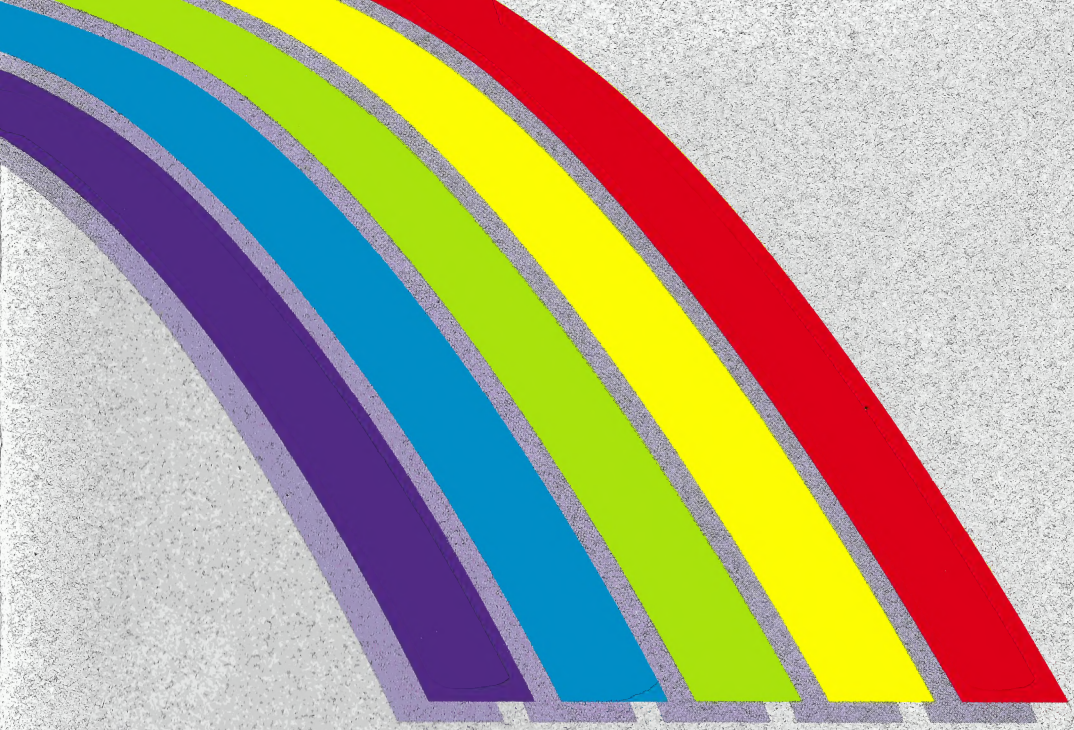


Introducing the AMIGA® 300™

Commodore®

Introducing the AMIGA® 300™

Commodore®

INTRODUCING THE COMMODORE®-AMIGA® 300™

FIRST PRINTING NOVEMBER 1991

FCC USER'S MANUAL STATEMENT

This device complies with Part 15 of the FCC rules and Standard C108.8-M1983 of the Canadian Standards Association's Regulations. Operation is subject to two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received including interference that may cause undesired operation. If you suspect this device is causing interference, you can test this device by turning it off and on. If this equipment does cause interference, the user is encouraged to correct inference by one of the following means:

- Reorient the receiving antenna or AC plug.
- Change the relative positions of the computer with respect to the receiver.
- Plug the computer into a different outlet so the computer and receiver are in different branch circuits.

CAUTION: Only peripherals with shielded-ground cables (computer, input-outlet devices, terminals, printers, etc.), certified to comply with Class B limits can be attached to this device. Operation with non-certified equipment may result in communications interference. Changes or modifications to this device not expressly approved by the party responsible for the compliance could void the user's authority to operate the equipment.

Your house AC wall receptacle must be three-pronged type (AC ground). If it is not, contact an electrician to install the proper receptacle. If a multi-connector box is used to connect the computer and peripherals to AC, the ground must be common to all units.

If necessary, the user should consult the dealer or an experienced radio-television technician for additional suggestions. The user may find the following booklet helpful prepared by the Federal Communication Commission: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S Government Printing Office, Washington, D.C. 20402, stock no. 004-000-00345-4.

WARNING

Installation information in this document is for reference only. All installation of internal optional devices or equipment, including third-party optional devices or equipment, must be performed by an authorized Commodore dealer/service center. Also, all servicing or upgrading of original or optional devices or equipment, including third-party optional devices or equipment, must be performed by an authorized Commodore dealer/service center. UNAUTHORIZED INSTALLATION OR SERVICING WILL VOID YOUR WARRANTIES.

Contents

Setup Guide

About Your Computer

SETUP GUIDE

BEFORE YOU START . . .

- BEFORE YOU ATTEMPT TO SET UP THE COMPUTER OR CONNECT ANYTHING TO IT, MAKE SURE THAT THE POWER SWITCHES OF ALL UNITS ARE TURNED OFF AND THAT THE POWER CABLES ARE NOT CONNECTED TO ELECTRICAL OUTLETS.
- When connecting cables to the Amiga, make sure you are plugging the correct cable into the proper connector. Do not try to force a cable into a connector.
- If you have a problem, always check the instructions, especially the illustrations.

CHOOSING A LOCATION FOR YOUR COMPUTER

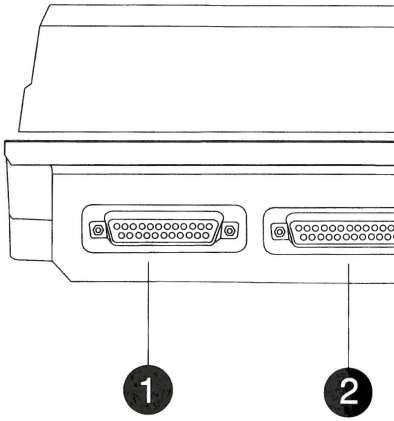
When you set up your computer equipment, pick a location away from heat, dust, smoke, vibration or electrical interference.

ABOUT ELECTRICAL REQUIREMENTS

If possible, plug your Amiga equipment into a separate circuit to avoid electrical problems like power line interference and voltage surges or drops, which may occur if the circuit is shared with devices such as air conditioners, fans, vacuum cleaners, etc. These problems can cause damage to your computer.

CAUTION: BE SURE THAT YOUR COMPUTER AND ANY PERIPHERAL EQUIPMENT MATCH THE ELECTRICAL REQUIREMENTS FOR THE COUNTRY IN WHICH YOU ARE USING THE COMPUTER. FOR EXAMPLE, YOU CANNOT USE A 110/120 VOLT MODEL IN COUNTRIES HAVING 220/240 VOLT SYSTEMS. IF IN DOUBT ABOUT ELECTRICAL HOOKUP REQUIREMENTS, CONSULT YOUR DEALER.

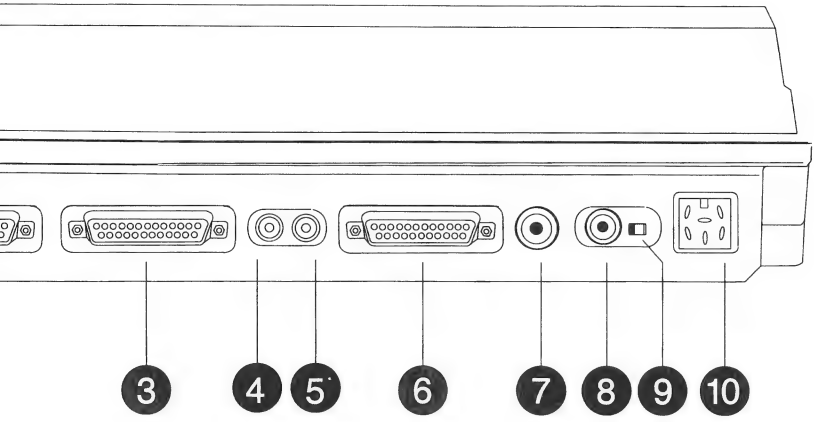
LOCATION OF

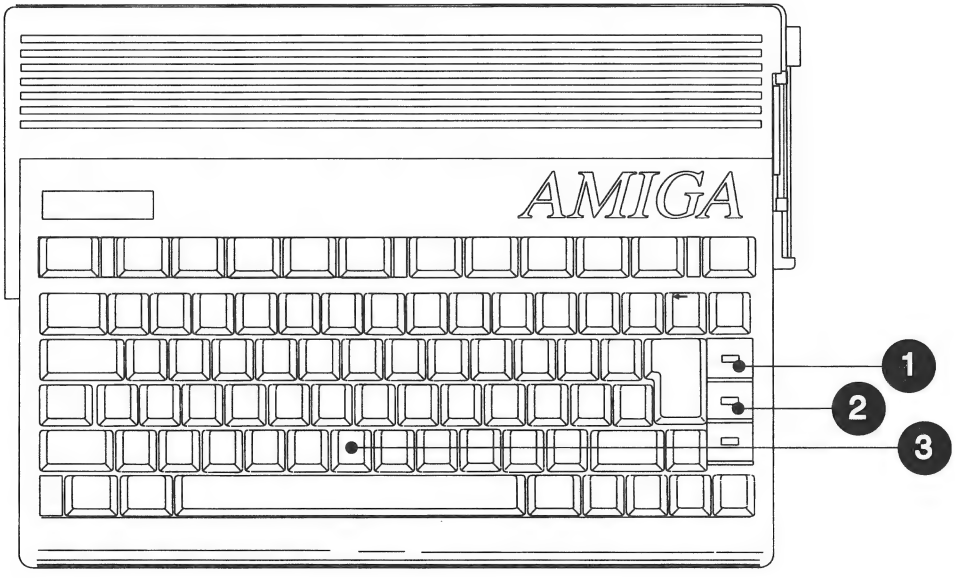


REAR OF THE COMPUTER

1. DISK DRIVE
2. SERIAL
3. PARALLEL
4. RIGHT AUDIO
5. LEFT AUDIO
6. RGB VIDEO
7. COLOR COMPOSITE VIDEO
8. RF MODULATOR
9. CHANNEL SELECT SWITCH
10. POWER

CONNECTORS AND INDICATOR LIGHTS

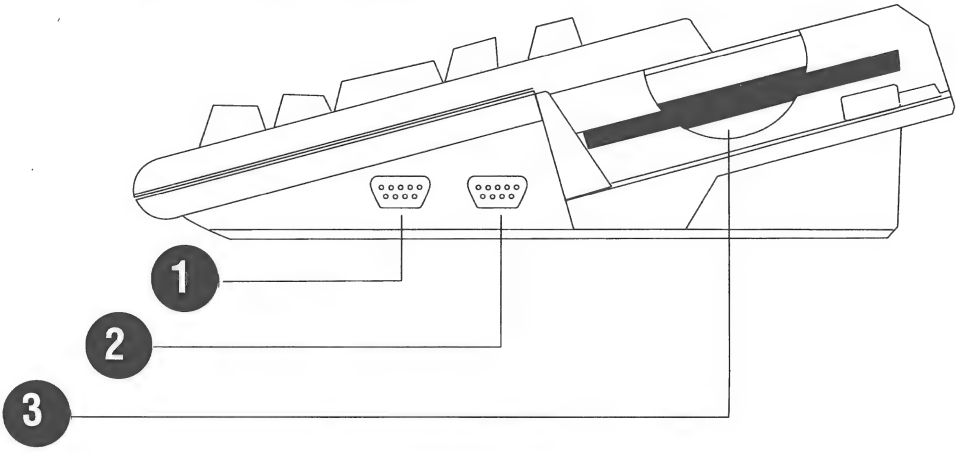




TOP OF THE COMPUTER

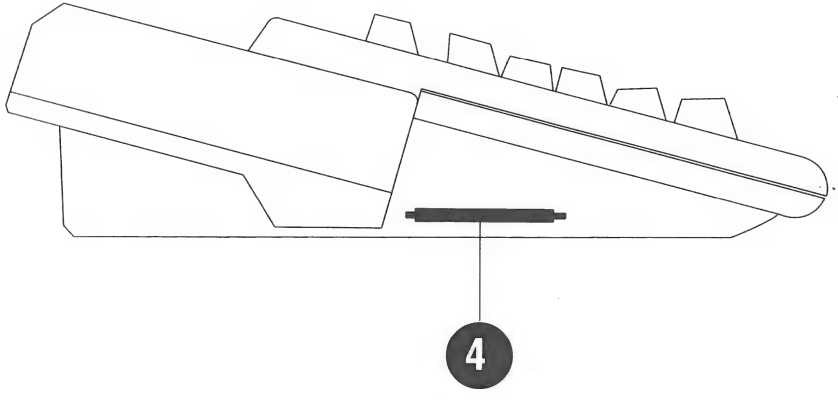
1. POWER LIGHT
2. FLOPPY DISK LIGHT
3. KEYBOARD

RIGHT SIDE OF THE COMPUTER



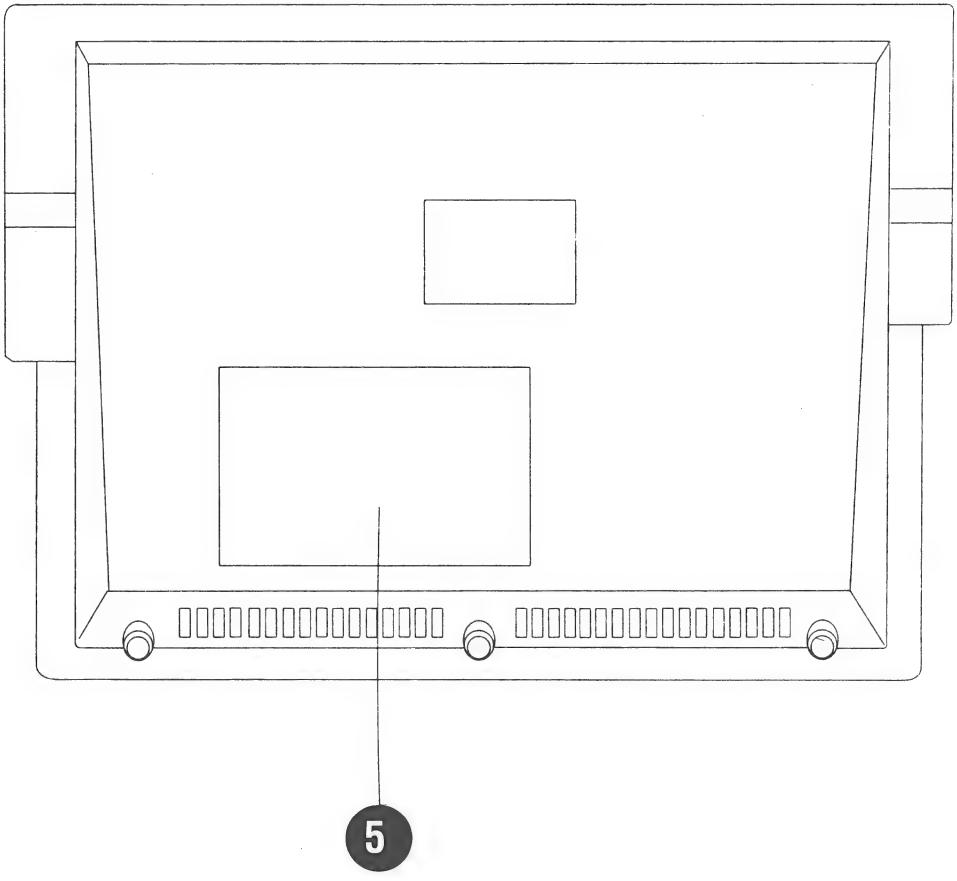
1. MOUSE PORT (1 MOUSE)
2. GAME PORT (2 GAME)
3. 3.5 INCH FLOPPY DISK DRIVE

LEFT SIDE OF THE COMPUTER



4. "CREDIT CARD" CONNECTOR (PCMCIA)

BOTTOM OF THE COMPUTER

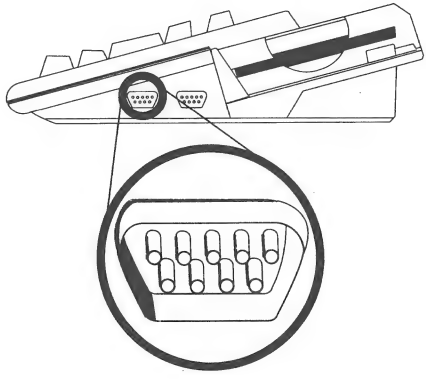


5. EXPANSION SLOT

CONNECTING THE BASIC EQUIPMENT

CAUTION: BEFORE CONNECTING ANYTHING (MONITOR, PRINTER, ETC.) TO THE COMPUTER, TURN OFF ALL POWER!

CONNECTING THE MOUSE

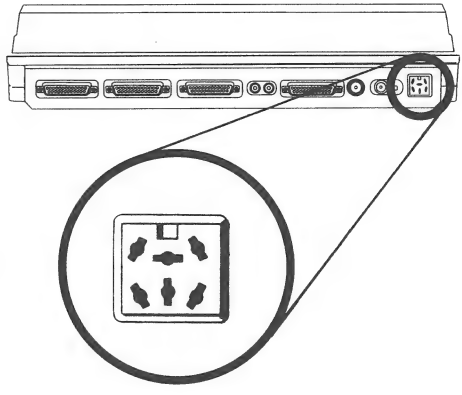


Before attaching the mouse, make sure you turn the mouse upside down and remove the piece of foam that holds the mouse ball in place. If you have a problem, see Cleaning the Mouse in Appendix B of this manual to find out how to uncover and clean the mouse ball.

To attach the mouse, plug the end of the mouse cable into the connector marked 1 MOUSE. The connector fits tightly; this helps keep the plug in place. Press firmly but do not force.

To use the mouse, you will need a clean, flat space that is at least 12 inches square (30 centimeters by 30 centimeters).

CONNECTING THE POWER SUPPLY



The power supply has two cables permanently attached to it. One cable has a special square connector at the end; this connector plugs into the rear of the computer. The other cable has a power connector that plugs into an electrical receptacle. The design of this connector will match the electrical requirements for the country in which you purchased the computer.

Insert the cable with the square connector into the connector marked POWER on the rear of the computer. Insert the other cable into an electrical outlet.

CAUTION: THE ON/OFF SWITCH IS LOCATED ON THE POWER SUPPLY. MAKE SURE THE ON/OFF SWITCH IS OFF BEFORE MAKING ANY CONNECTIONS.

CONNECTING A DISPLAY DEVICE

Some type of viewing device will be required for your system. Generally, a video monitor is recommended for this purpose. Depending on the country of purchase, the monitor may be included or may be optional equipment. You can also connect your computer to a television set through the use of the built-in RF Modulator on the rear of the computer.

TYPES OF MONITORS YOU CAN USE

The monitor can be one of a number of types, including:

- Analog RGB
- Color Composite
- Multifrequency
- Digital RGBI

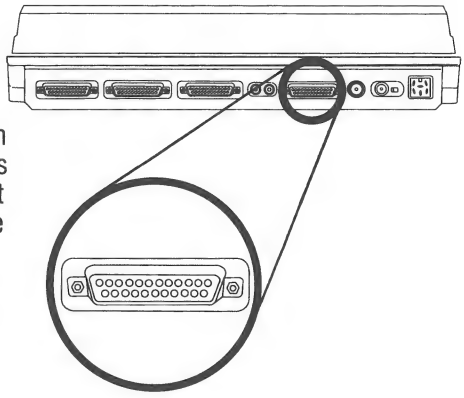
See your dealer for details on monitor types.

CONNECTING A MONITOR

The connection between the Amiga and the monitor depends on what type of monitor you are using (see monitor list above).

RGB Monitor

For an RGB monitor you will need a cable with a 23-pin D female connector on one end. This connector is inserted into the monitor output socket marked RGB VIDEO on the rear of the Amiga. Fasten down the 23-pin D female connector with two screws. Insert the other end of the video cable into the connector on the back of the RGB monitor.

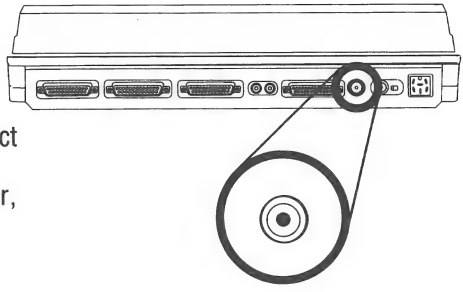


Multifrequency Monitor

If you are using a multifrequency monitor, you will need to attach a 23-pin female adapter to the 15-pin connector on the end of the monitor input cable. Insert the 23-pin female adapter into the VIDEO connector on the back of the computer. Fasten down the connector with two screws. The other end of the video cable must be connected to the monitor.

Color Composite Monitor

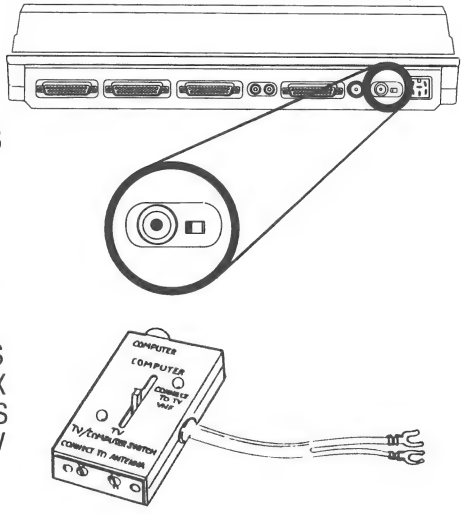
For a color composite monitor, you connect the monitor to the RCA type jack marked COMP, located on the rear of the computer, next to the RGB VIDEO connector.



When connecting a monitor, follow the instructions in your monitor manual.

CONNECTING A TELEVISION SET

The following procedure assumes that your television set uses flat 300-ohm wire connections.



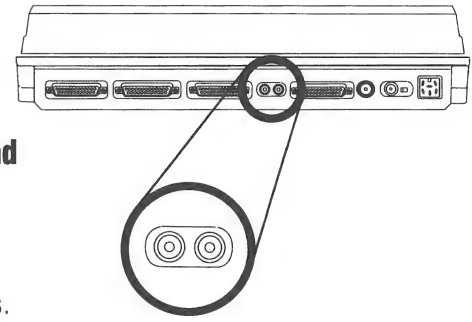
1. DISCONNECT THE VHF ANTENNA WIRES FROM THE VHF TERMINAL OF THE TV.
2. INSERT THESE WIRES UNDER THE SCREWS MARKED **CONNECT TO ANTENNA,** AT THE BOTTOM OF THE TV SWITCH BOX.
3. LOCATE THE SHORT WIRE THAT COMES FROM THE SIDE OF THE TV SWITCH BOX AND IS MARKED **TV VHF**. CONNECT THIS WIRE TO THE VHF TERMINAL OF THE TV SET.

   NOTE: If your antenna cable is the round 75-ohm type, you will need to use a 75-ohm to 300-ohm adapter to attach your VHF antenna cable to the screws at the bottom of the switch box. You will also need to use a 300-ohm to 75-ohm adapter to attach the switch box antenna wire to your set's VHF terminals (adapters not supplied).

4. SLIDE THE SELECTOR SWITCH ON THE SWITCH BOX TO THE POSITION MARKED **COMPUTER**.
5. PLUG ONE END OF THE TV CONNECTOR CABLE (this is a long coaxial cable with a phono plug at each end) INTO THE PORT MARKED **RF MODULATOR** ON THE REAR OF THE COMPUTER. SET CHANNEL SELECT SWITCH TO LEFT OR RIGHT POSITION (WHICHEVER PROVIDES BEST PICTURE).
6. PLUG THE OTHER END OF THE TV CONNECTOR CABLE INTO THE JACK MARKED **COMPUTER** AT THE TOP OF THE SWITCH BOX.

AUDIO CONNECTIONS

There are left and right audio connectors on the back of the computer for connecting the audio output to a monitor, a monitor-style TV or audio equipment.



Audio Connections for Monitors and Monitor-Style TV Sets

If you have an Amiga stereo monitor, the monitor should come with a set of stereo cables, for the left and right audio channels. To connect the Amiga sound to the monitor, insert the ends of the cables into the right and left audio outputs on the back of the Amiga. Then insert the other ends into the corresponding audio inputs of the monitor.

If your monitor has only a monophonic speaker, you can convert the two stereo channels from the Amiga to a single channel by using an optional cable called a "Y" adapter. This adapter can be purchased at electronics stores and in the electronics or hardware departments of many large consumer stores. Just insert the two phono plugs at one end of the "Y" adapter into the two audio outputs on the back of the Amiga. Then insert the single plug at the other end of the "Yinto the monitor's audio input jack.

Audio Connections for a Stereo System

If your stereo system has a set of RCA-type audio input connectors (labeled Auxiliary, Aux, CD, Tape, VCR Audio, TV/Aux, etc.),

you can use these connectors to attach a set of RCA-type audio output cables from the Amiga. You can obtain these cables in electronics stores and in the electronics or hardware departments of many large consumer chains.

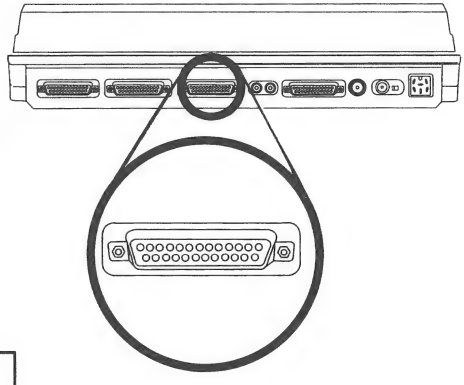
To connect the Amiga to your stereo system, insert the cables into the Amiga's right and left audio output connectors. Then insert the other ends of the cables into the corresponding audio input jacks of the stereo system.

If you have a non-standard (i.e., non-RCA) type of connector on your stereo equipment, there is probably an adapter that will enable you to make the audio connection. See your dealer for information.

CONNECTING PERIPHERAL EQUIPMENT

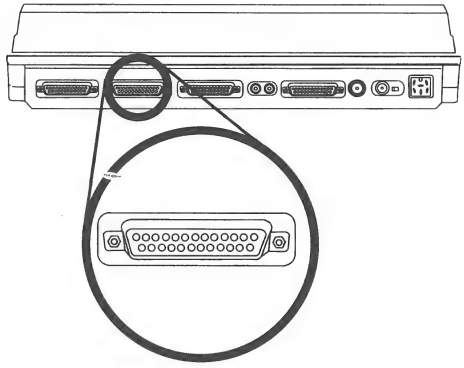
CONNECTING A PARALLEL DEVICE

You connect a parallel (Centronics compatible) device (e.g., a printer) through the PARALLEL PORT (a 25-pin female D connector) on the rear of the computer.



IMPORTANT: When you are adding an item to the computer, be sure to follow the specific instructions supplied with that item and/or consult your dealer.

CONNECTING A SERIAL DEVICE

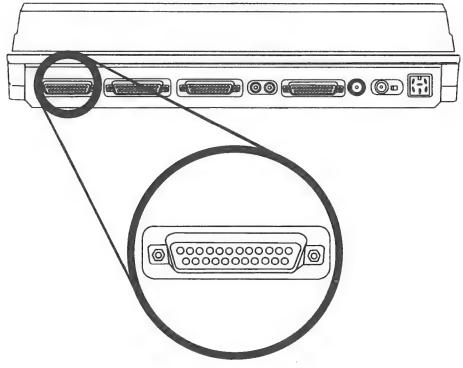


You connect a serial (RS232C) device (e.g., a printer or modem) through the SERIAL PORT (a 25-pin male D connector) on the rear of the computer.

NOTE: You can connect a variety of serial devices (e.g., serial printer, a modem, MIDI adapter) to the serial port. However, only one device can be connected at a time.

CONNECTING AN EXTERNAL FLOPPY DISK DRIVE

You can add an external Amiga-compatible floppy drive through the DISK DRIVE connector on the rear of the computer.

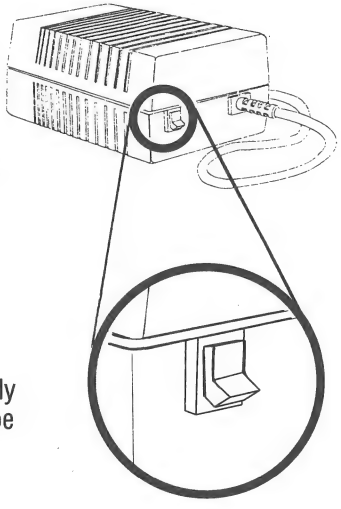


TURNING ON YOUR SYSTEM

TURNING ON THE MONITOR/TV AND OTHER EQUIPMENT

Included with most monitors/TVs and peripheral equipment (like printers) is a power cable. These cables may be permanently attached to the equipment, or they may be free cables—that is, cables that are entirely separate from the equipment.

NOTE: Different countries may use different cable designs. Remember that your computer and any peripheral equipment must match the electrical requirements of the country in which you are using the computer. If in doubt about electrical connection requirements, consult your dealer.



If you have not already attached the power cords to your monitor/TV and peripheral equipment, do it now. Then turn on the monitor and peripheral equipment.

TURNING ON THE COMPUTER

Press the ON/OFF switch on the power supply to turn on your computer. You should now be ready to begin using your system.

CAUTION: ALWAYS USE THE ON/OFF SWITCH ON THE POWER SUPPLY TO TURN OFF THE COMPUTER. NEVER TURN OFF THE COMPUTER BY PULLING THE CORD FROM THE ELECTRICAL RECEPTACLE. DOING SO COULD DAMAGE THE POWER SUPPLY.

ABOUT YOUR COMPUTER

Chapter 1. Overview

The Amiga 300 computer is a compact, advanced and powerful personal computer. Incorporating the unique features of the Amiga line of computers, the A300 offers a Motorola® microprocessor plus sophisticated custom sound and graphics chips for enhanced computing speed and versatility. The A300 computer is easy to use — even a computer novice can be up and running with a minimum of effort.

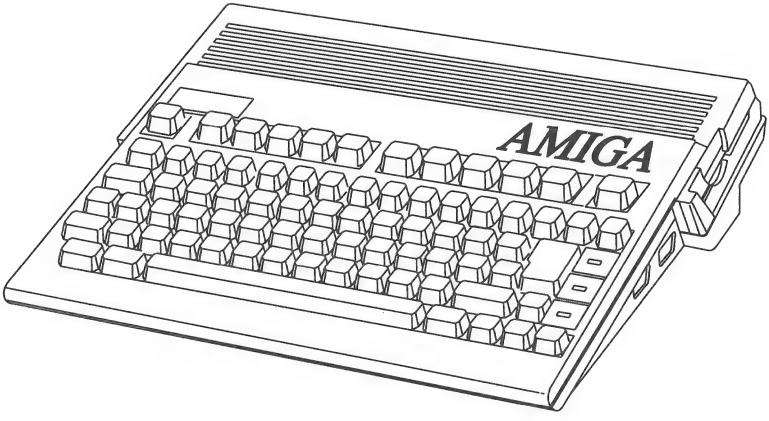
The A300 model's random access memory (RAM) can be easily expanded with a memory cartridge that installs into the underside of the unit. This cartridge also features a battery-backed-up real time clock. The A300 also includes a PCMCIA connector (sometimes referred to as a "credit card" connector).

Your computer comes with a new and improved AmigaDOS operating system.

The Parts Of Your Computer System

Your computer includes:

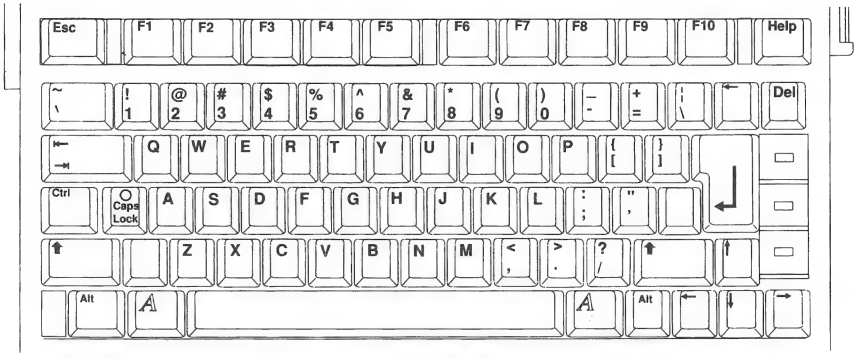
- **The Main Unit** — Houses the 68000 CPU (central processing unit), the "brain" of your computer.



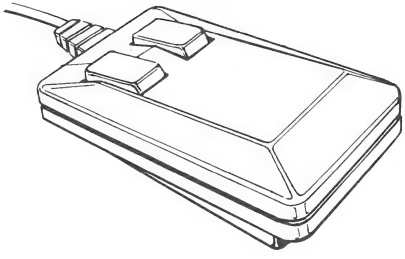
The main unit also contains:

- system RAM
- sound and graphics chips
- floppy disk drive
- built-in PCMCIA "credit-card" connector
- connectors for optional peripheral equipment, such as printers, modems, disk drive, video equipment and audio equipment

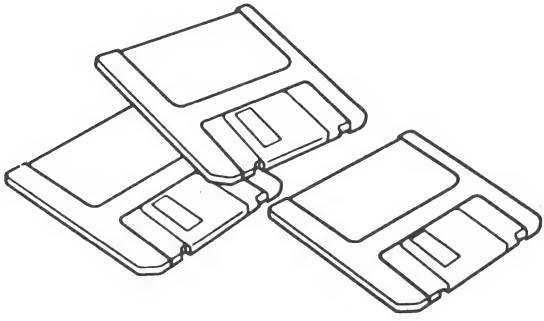
- The Keyboard — Provides a full alphanumeric layout, cursor keys, and a set of program-activated function keys. The keyboard is used to communicate information and instructions to the computer and to respond to messages from the computer. The keyboard is built into the top of the computer.



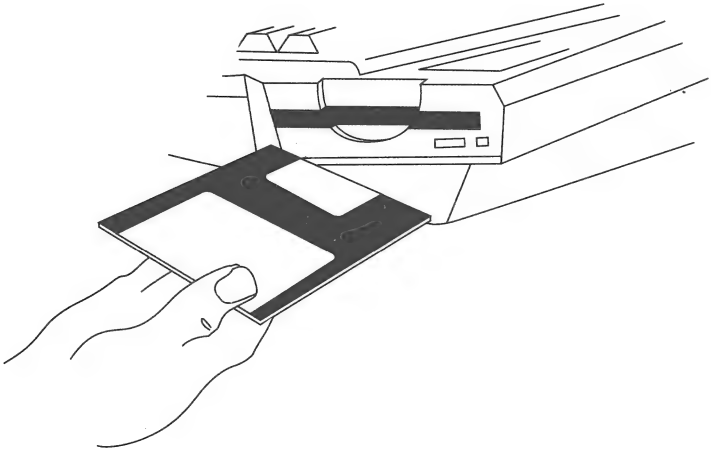
- The Mouse — Controls the movement of a small, arrow-shaped pointer on the display screen. When you move the mouse over a flat surface like a desk, the pointer on the screen moves accordingly. You transmit instructions to the Amiga by clicking on the mouse buttons. The mouse connects to the mouse port (labelled 1 Mouse) on the right side of the computer.



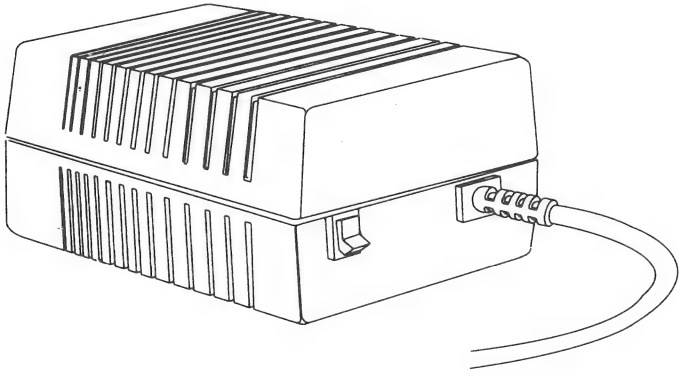
- Floppy Disks — Thin, square, hard plastic devices containing a circular piece of magnetically coated material. Floppy disks are used to store information and programs that tell the computer what to do. Amiga floppy disks are 3.5 inches across and can hold approximately 880,000 characters of information.



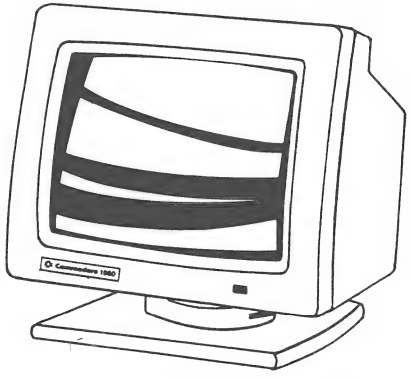
- Floppy Disk Drive(s) — When a floppy disk is inserted into the floppy disk drive, the computer can be instructed to obtain (read) information from the disk, or send (write) information to it. The A300 includes one 3.5 inch floppy disk drive on the right side of the computer . A connector for an external floppy disk drive is located on the rear of the computer.



- The Power Supply — The power supply has two cables attached to it. The cable with the square connector on the end is inserted into the rear of the computer. The other cable is connected to an electrical outlet. The power supply also contains the On/Off switch for the computer.



- Monitor — Displays information generated by the computer's operating system and your programs. The monitor may be one of several types, and may or may not be included as part of the Amiga 300 package, depending on the country of purchase. Depending on its type, the monitor connects to the RGB or color composite port on the rear of the computer.



NOTE: You can also connect a TV set using the RF Modulator port.

- Peripherals — As shown in the Setup Guide at the beginning of this manual, external peripherals (e.g., printers, modems, disk drives) can be added to your computer.

About Software

Software is a set of instructions (often called a program) that tells your computer what to do. There are many kinds of software, including:

- application programs, such as word processors, video titlers, spreadsheets, databases, games, drawing programs, music programs, etc.
- programming languages, such as BASIC, C, AREXX, etc.
- utilities, such as file management programs or font editors
- operating systems, such as AmigaDOS, which controls how your Amiga interacts with you and with the equipment in your system

Software is contained on some form of storage medium, like a floppy disk.

Features

68000 Microprocessor

The central processing unit of your computer is a Motorola 68000 microprocessor running at a clock speed of 7 megahertz (Mhz). (Clock speed, given in Mhz, is one measure of how fast a computer's microprocessor can perform tasks.)

PCMCIA Card Interface

Your computer also includes a PCMCIA interface that accepts optional "credit card" type expansion cards. See your dealer for more information.

Graphical User Interface (GUI) Processing

A Graphical User Interface (GUI) allows you to tell the computer what to do by selecting symbols, rather than having to type in words or commands. The symbols are in the form of small pictures or symbols known as icons. The icons are displayed automatically by the computer, so you do not have to memorize a long list of commands or keystrokes to get the computer to respond correctly to your instructions. This makes a GUI easy to use.

Amiga computers provide a versatile GUI known as the Amiga Workbench.

Multitasking

Multitasking is the ability of a computer to handle a number of tasks or programs operating simultaneously. With an Amiga, this concurrent activity does not depend on optional added software or special programming techniques. The Amiga multitasking capabilities allow you to open several programs at one time.

Text-to-Speech Conversion

The Amiga has the ability to convert text input directly to speech. There are controls for rate, pitch, volume, inflection, and even type of voice (male, female, computer).

Stereo Sound

The Amiga has four independent sound channels, normally configured as two stereo channels. For high-quality sound, the Amiga can be connected to a stereo monitor or TV set, or to a stereo system.

Chapter 2. The Keyboard

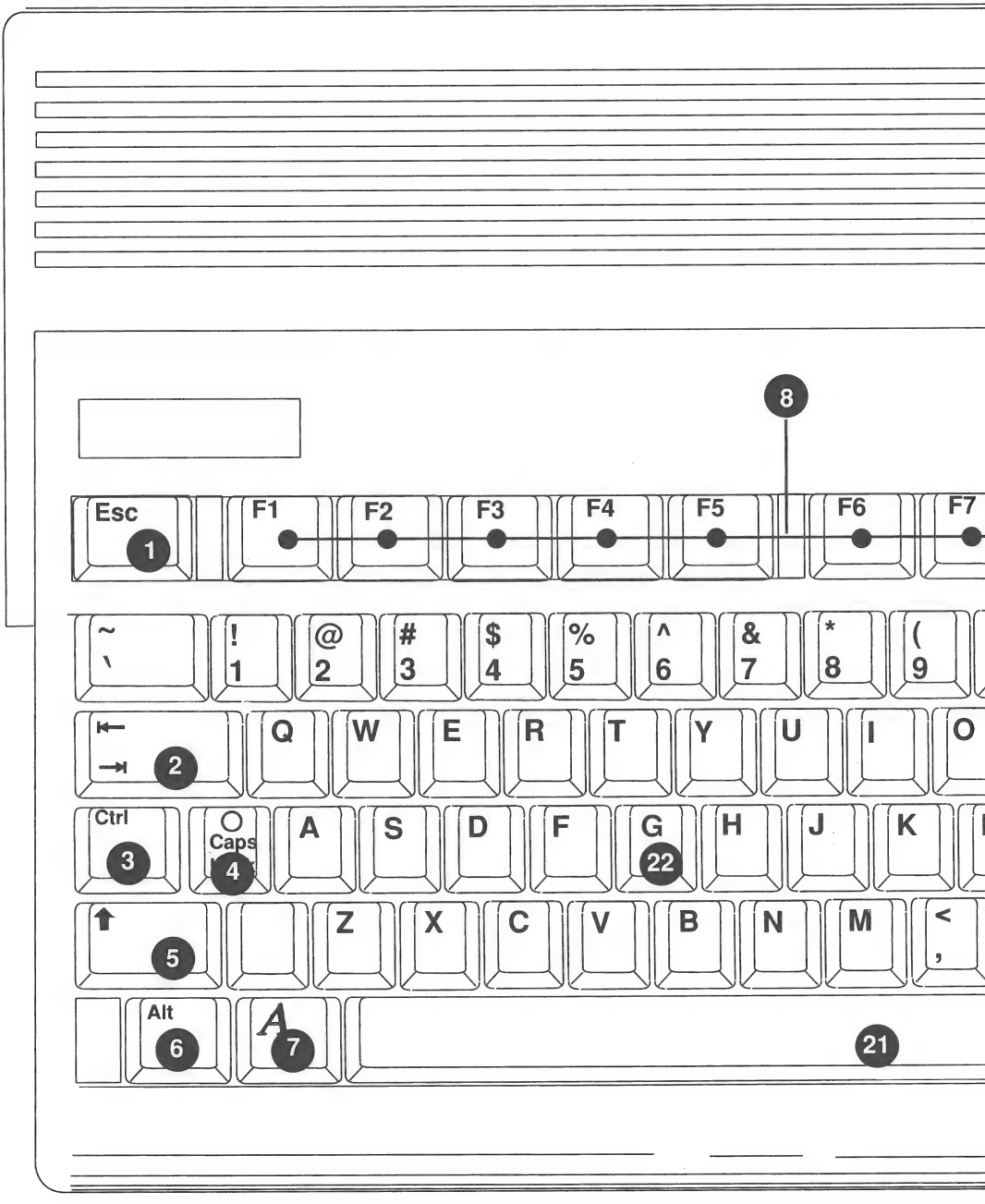
The A300 keyboard includes:

- The Main Keyboard
- The Cursor Keypad
- The Function Keys

When using the keyboard, keep the following points in mind:

- Keys can be program-controlled—that is, their use can be defined by the software being used (e.g., an application program, such as a word processor or spreadsheet). For specific information on the program control of keys, refer to the manual for the particular software package you are using.
- The keys on the keyboard usually repeat for as long as they are held down.
- You cannot interchange the numeral 0 and the upper case letter O, or the numeral 1 and the lower case letter l.
- In some cases several keys may be used together, either simultaneously or in a special sequence.

You can use the keyboard as well as the mouse to move around the screen and select icons, gadgets, etc. In many programs you use the keyboard to enter information. You can use the keys to tell the computer what you want it to do, and to reply to messages or questions the computer displays on the screen. These messages and questions are sometimes called "system requesters" or simply "requesters".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Esc
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H
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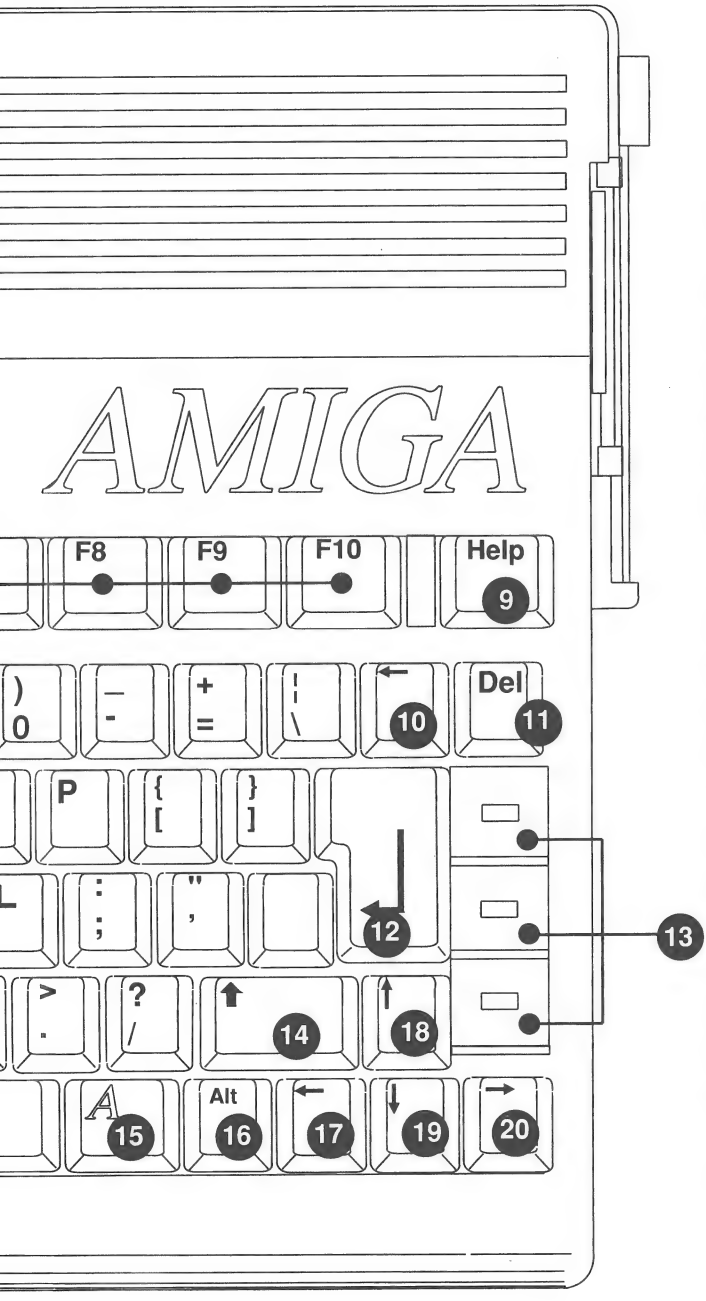
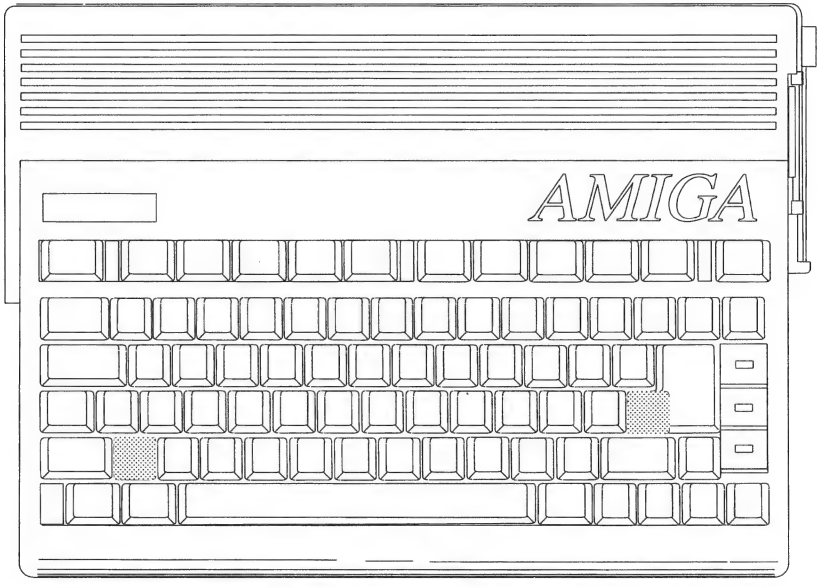


1. Esc
2. Tab
3. Ctrl
4. Caps Lock
5. Left Shift
6. Left Alt
7. Left Amiga
8. Function Keys (F1/F10)
9. Help
10. Backspace
11. Del
12. Enter
13. Indicator Lights
14. Right Shift
15. Right Amiga
16. Right Alt
17. Left Cursor
18. Up Cursor
19. Down Cursor
20. Right Cursor
21. Space Bar
22. Alphanumeric Keys

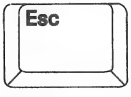
NOTE: As illustrated below, there are two keys on the main keyboard, located near the Shift key positions, that are not used on the USA and UK (United Kingdom) keyboards. The specific characters associated with these keys depend on the national keymap in use.



Main Keyboard Area

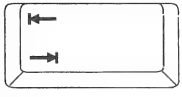
The main keyboard area (see keyboard illustration) provides a standard alphanumeric keyboard plus additional keys with special uses and capabilities.

Special Keys



Esc

The Esc (Escape) key, located at the top left of the keyboard, is a program-controlled key, often used to expedite leaving or entering a program or a program function.



Tab

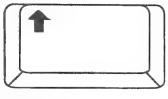
The Tab key, located two rows below the Esc key, can be program-controlled to perform tab functions. The Tab key is used extensively in word processing and desktop publishing programs.

Ctrl

The Ctrl (Control) key, located at the left of the keyboard, just above the left Shift key, is a program-controlled key that is often used with other keys to perform special functions. The Ctrl key modifies other keys in a way similar to the way that the Shift key does.

Caps Lock

The Caps Lock key is located next to the Ctrl key. When the Caps Lock key is active a light on that key is illuminated. The alphabetic characters (A through Z) will produce upper case letters as long as the light is on. However, the upper characters on the numeric row at the top of the main keyboard area (!,",# through /) are not affected by the Caps Lock key. To type these characters, you must hold down one of the Shift keys and press the key for the desired character. To release the Caps Lock key, press it again so that its light goes out.



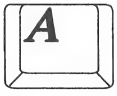
Shift

There are two Shift keys, marked with an upward arrow and located on either side of the bottom row of letters. These keys can perform the same function as the shift keys on a

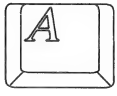
typewriter—that is, depressing either Shift key simultaneously with any alphabetic key or with any dual- symbol key on the top row of the main keyboard causes the upper character on that key to be displayed. In addition, the Shift keys are often used with other keys to perform program-controlled functions.

Alt

There are two Alt (Alternate) keys, located at the left and right of the space bar at the bottom row of the keyboard. These keys are also often used with other keys to perform program-controlled functions. These keys may modify other keys in a way similar to the way the Shift key does.



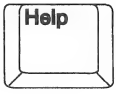
This key, known as the left Amiga key, is located on the bottom row of the keyboard, just to the left of the space bar. The left Amiga key is also used with other keys to perform special functions. This key may modify other keys in a way similar to the way the Shift key does.



This key, known as the right Amiga key, is located on the bottom row of the keyboard, just to the right of the space bar. The right Amiga key is also used with other keys to perform

special functions. This key may modify other keys in a way similar to the way the Shift key does.

NOTE: Simultaneously depressing the Ctrl key and the left and right Amiga keys resets your computer.



Help

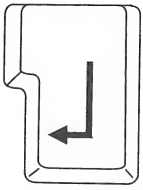
The Help key, located to the right of the Function keys, is a program-controlled key that can be used to provide additional information or user assistance.

Backspace

The Backspace key is the key second from right on the top row of the main keyboard area. Pressing the Backspace key deletes any characters to the left of the cursor and causes the cursor, and any characters to the right of it, to move to the left.

Del

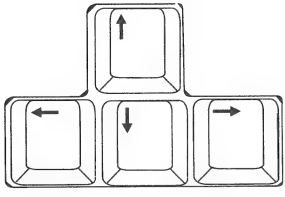
The Del (Delete) key is the first key on the right in the top row of the main keyboard area. Pressing the Del key deletes the character at the cursor position. Any characters to the right of the cursor move to the left.



Enter

The Enter key is located on the right side of the main keyboard area, in the third and fourth rows from the bottom. You use this key to transmit a command or information to the computer. In manuals, you may see this key referred to by the arrow symbol on the keycap or by the word Return.

Cursor Keypad



The four cursor keys are grouped in a small keypad located on the bottom right side of the keyboard.

These keys control the movement of the cursor (up, down, left, right) on the screen display. The direction in which each key moves the cursor is indicated by the direction of the arrow displayed on the top of the individual key. These keys may also have special functions, depending on the software application.

Function Keys

The Function Keys, located at the top of the keyboard and numbered F1 through F10, are program-controlled keys. These keys may have special functions, depending on the software application.

Appendices

Appendix A
Specifications

	A300 Model
CPU	Motorola 68000, 16 Bit
Clock Speed	7.16 MHz NTSC, 7.09 MHz PAL
Coprocessors	Multi-chip coprocessor system for DMA, video, graphics and sound
Memory	512 KB RAM standard; expandable internally
ROM	512 KB
Interfaces	*Internal:* Floppy Disk Drive *External:* Floppy Disk Drive Mouse/Joystick (2) Serial (RS232, PC-compatible) Parallel (Centronics, PC-compatible) Video RGB Analog: DB23 15 KHz Color Composite: RCA type connector RF Modulator PCMCIA-compatible connector Stereo Audio
Power Supply	Switching, 23 Watts

	A300 Model
Keyboard	Integral, 78 keys
Disk Drive(s)	Standard: built-in 3.5-inch floppy drive (capacity: 880 KB formatted)
External Disk Drives	One optional Amiga-compatible floppy disk drive
Video Display	Complies with: North America: RGB NTSC International: RGB PAL 4096 Colors
Environmental Specification	Operating: 0-45°C (32 to 113°F) Storage/Shipping: 0-60°C (32 to 140°F)
Sound	Four independent sound channels configured as two stereo channels
Text-to-speech conversion	Built-in
Clock/ Calendar	Optional with battery back-up
System Software	Multitasking; includes AmigaDOS, Workbench, and various utilities

Appendix B Caring For Your Computer

Your computer needs very little care to keep it working at its best. Observe the following precautions to keep your computer in top shape.

- ***Keep the computer dry. Keep liquids away from the computer. An accidental spill can seriously damage disks or the computer itself.***
- ***Keep the computer out of temperature extremes. Working temperature range is 0 to 45 degrees C (32 to 113 degrees F). Storage temperature range is 0 to 60 degrees C (32 to 140 degrees F). If the system experiences excessive heat or cold, the Amiga may not function reliably.***
- ***Keep connectors and the ends of cables clean. Any substance that adheres to connectors or the ends of cables can prevent a good electrical connection or damage the connector.***
- ***Keep magnets away from all components of the computer setup. Although magnets will not damage the components, they can distort the video display and they can damage disks. In addition to more obvious magnets, beware of magnets in telephones, electronics equipment (especially loudspeakers), and electric motors.***
- ***Do not attempt to service then computer yourself. If your computer needs service, take it to an authorized Amiga Service Center. Attempting to service the computer on your own will void the warranty on your Amiga.***

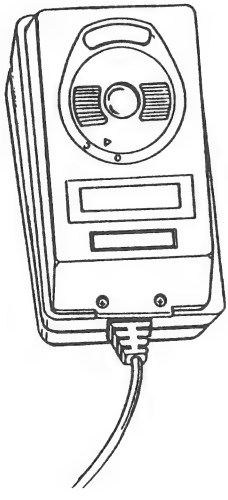
Cleaning the Mouse

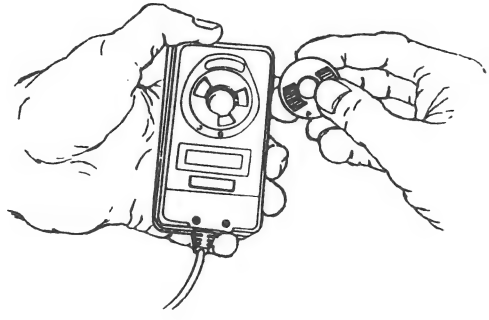
Use the mouse on a clean surface. The ball on the bottom of the mouse must be clean to work properly. If the mouse behaves erratically, it may need cleaning. To clean the mouse, you will need:

- ***a soft, dry, lint-free cloth***
- ***isopropyl alcohol, or head cleaning fluid for tape recorders***
- ***cotton swabs***

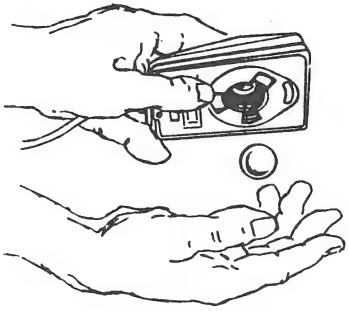
Here's how to clean the mouse:

- ***Turn the mouse upside down with its cable toward you. Hold the mouse in both hands and put your thumbs on the ridged panels on either side of the ball.***
- ***With your thumbs, firmly turn the ball cover to the open position. With the mouse upside down, lift off the cover.***

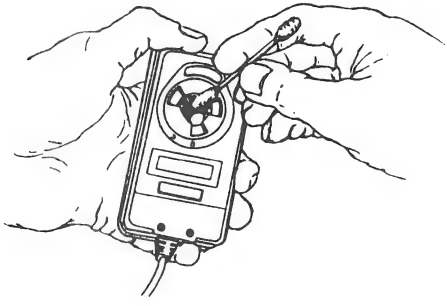




- ***Put your hand over the opening, turn the mouse right side up, and catch the ball.***



- ***In the opening, you will see small rollers. Moisten a cotton swab with isopropyl alcohol or tape head cleaning fluid and gently swab the surface of each roller. Turn each roller as you swab to clean it all the way around.***



- ***Use the cloth to wipe off the mouse ball. (Do not use any liquid when cleaning the mouse ball.) When you are done, blow gently into the opening to remove any dust, replace the ball, and replace the cover for the ball.***

Taking Care of Floppy Disks

To protect the information on your floppy disks, observe these precautions:

- ***Make copies (working disks) of important disks. Work with the copies and keep the originals in a safe place for use as backups if the copies become damaged. See Chapter 3 of this manual for details on copying disks.***
- ***Never remove a disk from a drive when the drive light is on. The disk drive light tells you that the Amiga is using a disk.***
- ***Don't touch the surface of the disk. The metal shutter on a floppy disk closes automatically whenever you remove the disk from a disk drive. Do not touch the surface of the disk underneath the cover.***
- ***Keep disks away from magnets. Disks store information magnetically. Magnets can ruin the information on a disk.***
- ***Keep disks away from extreme heat or cold. Do not leave disks in direct sunlight, near heat sources, or in cars parked in the sun.***

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